

Joints, Parenting, Forward and Inverse Kinematics

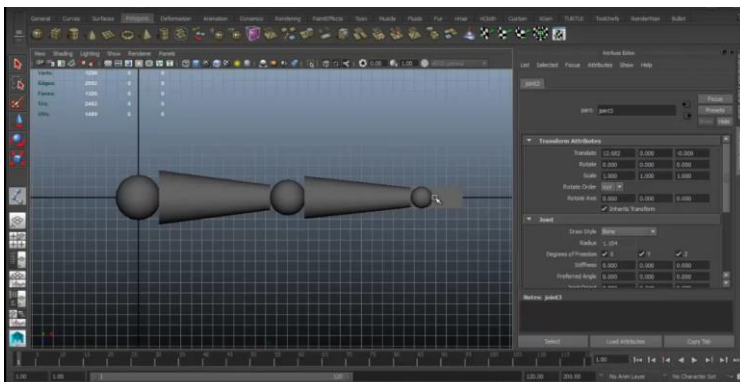
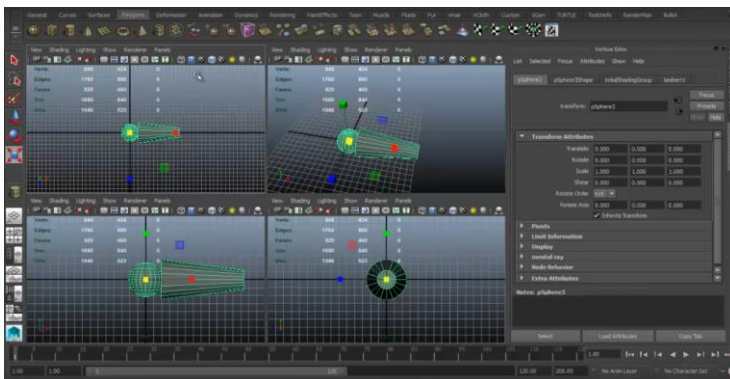
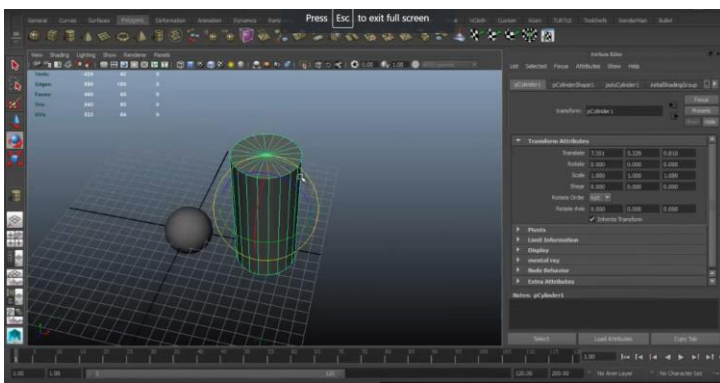
In this Autodesk Maya rigging exercise you will create a simple primitive/joint rig with IK Handle functionality.

For more information, check out the following YouTube Links:

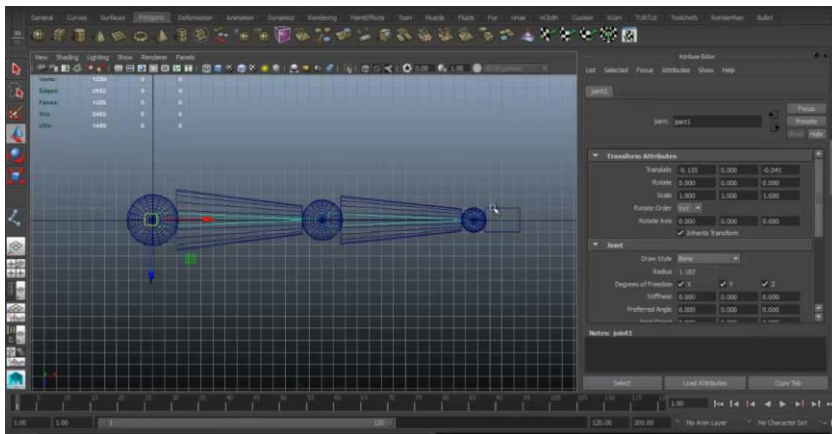
1 Parenting : <https://youtu.be/6nRI5XW7MBk>

2. Joints : <https://youtu.be/CF3rupjYWa4>

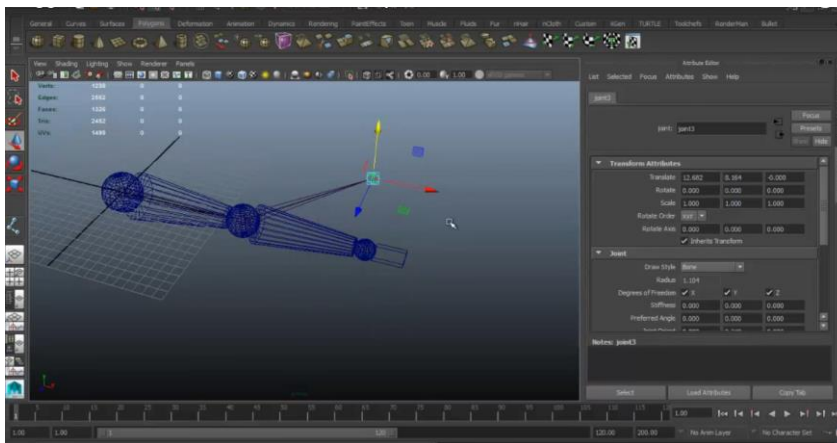
1. Create basic 'body' primitives



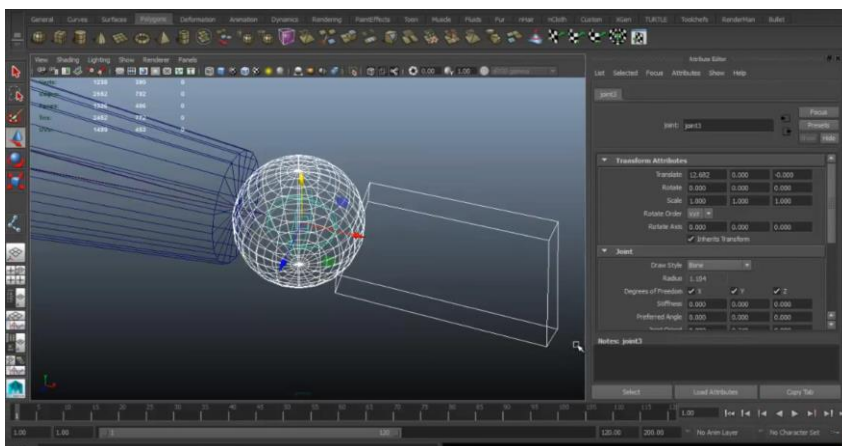
2. Create basic 'Joints' Structure



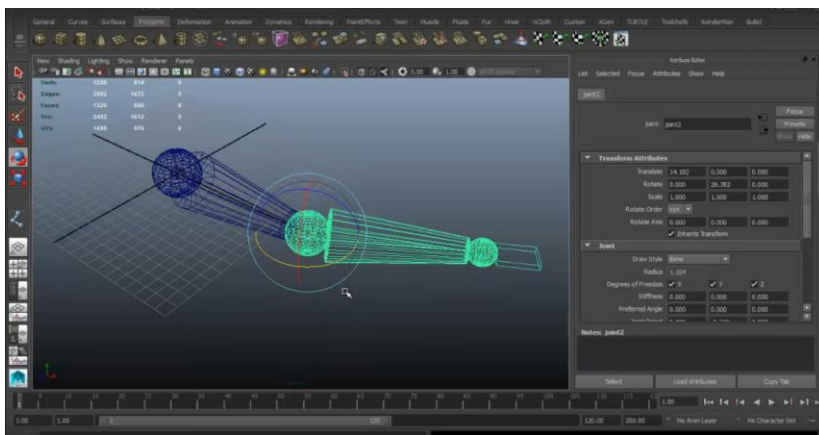
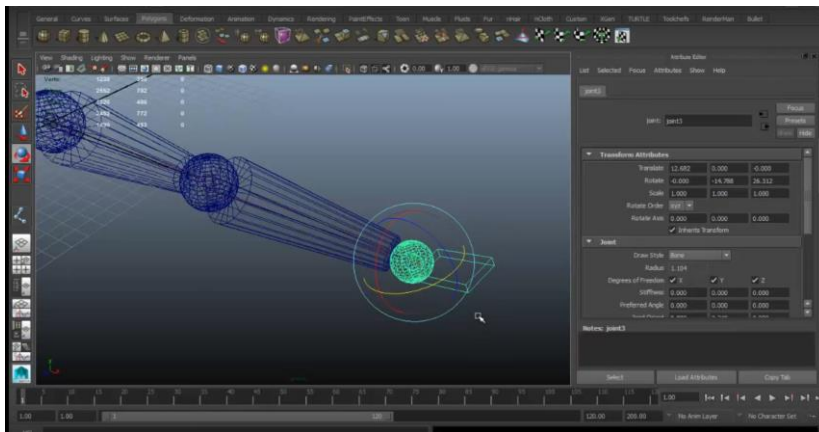
3. Show simple Forward Kinematic functionality



4. Parent Primitives to appropriate joints



5. Test Parent functionality with FK



6. Create Inverse Kinematic handle between 'shoulder' and 'wrist' joints

